

Software Review - by G. L. Rathmell

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The 3x5 software character generator by Hoover-Anderson Research and Design is well documented, <sup>(11 pages)</sup> easy to implement, and works. Although the software

has some value in illustrating Basic graphics programming techniques, <sup>but because</sup> it has ~~little practical value as to its slow~~

speed drawing of characters. The program is written in the Basic language and will work with either Bally or Astro Basic.

The characters are formed using the Box command to display each pixel of the 3x5 dot matrix that describes the character, it operates rather slowly.

A data base of 64 words is used to define the 64 characters in the 3x5 set.

The data can be stored in the @ array of Bally Basic, the \* array of Astro Basic, or in any add-on memory.

To be of any practical use, the

character generator should be written in machine language as suggested in the documentation.

For example of a usefull 3x5 software character generator written in machine language can be found in the "Machine Language Manager" by the BIT Fiddlers. (HARD. add. \$ 5.00)